

## CLAIMS

What is claimed is:

- [c1] 1. A game piece for use in a game, the game piece comprising:  
a self-contained record-keeping device, wherein the record-keeping device adjustably displays variable information relating to the game, the information being arranged in a plurality of selectable groupings of game play indicia, each grouping including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of the play of the game and being expressed as game play values, the indicia of one type in at least some of the groupings having game play values different from the indicia of the same type in others of the groupings, the record-keeping device including a slot for placement of an indicia altering token therein.
- [c2] 2. The game piece of claim 1, further comprising an indicia altering token for use in playing a game, the indicia altering token, when placed in the slot, altering game play values in the game of at least one type of game play indicia.
- [c3] 3. The game piece of claim 2, further comprising an item card corresponding to the indicia altering token, the item card providing data related to operation of the indicia altering token.

**[c4]** 4. The game piece of claim 3 wherein the indicia altering token and the corresponding item card are initially supplied as an integral component with the indicia altering token comprising a detachable portion of the item card.

**[c5]** 5. The game piece of claim 1, wherein the record-keeping device further includes additional slots for placement of additional indicia altering tokens.

**[c6]** 6. The game piece of claim 5, further comprising a plurality of indicia altering tokens for use in playing a game, the indicia altering tokens, when placed in the slot and the additional slots, altering game play values in the game.

**[c7]** 7. The game piece of claim 1 for use in playing a game based on simulated interactions of at least two game pieces according to a set of game rules, wherein the game play values are selected to produce outcomes of the simulated interactions between the game pieces according to the set of game rules by comparison of the game play values of the game play indicia in selected groupings of the game pieces.

**[c8]** 8. The game piece of claim 1, further including an indicator selectively manually movable between a plurality of positions corresponding to the groupings to select one of the groupings for use of the game play indicia thereof to determine game play.

**[c9]** 9. The game piece of claim 8, further including a gripable member exposed for grasping by a hand of a game player, the gripable member being

operatively connected to the indicator to selectively manually move the indicator in response to movement of the gripable member between the plurality of positions corresponding to the groupings to select the one of the groupings for use of the game play indicia thereof to determine game play.

**[c10]** 10. The game piece of claim 9, further including a base portion rotatably coupled to the gripable member, the base portion having a raised pattern disposed on a surface thereof for engagement with a tool for rotating the base portion with respect to the gripable member.

**[c11]** 11. A game piece for use in a game, the game piece comprising:  
a self-contained record-keeping device, wherein the record-keeping device adjustably displays variable information relating to the game, the information being arranged in a plurality of selectable groupings of game play indicia, each grouping including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of the play of the game and being expressed as game play values, the indicia of one type in at least some of the groupings having game play values different from the indicia of the same type in others of the groupings, the record-keeping device including a receiver portion to receive and removably retain an indicia altering token therein.

**[c12]** 12. The game piece of claim 11 wherein the receiver portion comprises a slot sized to receive and removably retain the indicia altering token therein.

[c13]

13. A set of at least first and second movable game pieces for use by first and second game players, respectively, in playing a game based on simulated interactions of the first and second game pieces according to a set of game rules, each of the first and second game pieces comprising:

a first member having a plurality of discrete groupings of game play indicia, each grouping including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of play of the game and being expressed as game play values, the game play values being selected to produce outcomes of the simulated interactions between the first and second game pieces according to the set of game rules by comparison of a number determined based upon the game play values of the game play indicia in one grouping of the first game piece with a number determined based upon the game play values of the game play indicia in one grouping of the second game piece, the game play values of a plurality of the game play indicia in at least one of the groupings of the first game piece having different values than the game play values of a plurality of the game play indicia of the same type in at least one of the groupings of the second game piece;

a second member having an indicator portion positioned to indicate one of the groupings for use of the indicia thereof to determine the number used for comparison, one of the first and second members being selectively manually movable relative to the other of the first and second members to selectively position the indicator portion to indicate the one of the groupings; and

a slot in at least one of the first and second game pieces for placement of an indicia altering token therein.

**[c14]** 14. The game pieces of claim 13, further comprising an indicia altering token for use in playing a game, the indicia altering token, when placed in the slot of the first or second game pieces, altering game play values in the game of at least one type of game play indicia.

**[c15]** 15. The game pieces of claim 14 wherein the indicia altering token alters game play values for at least two types of game play indicia.

**[c16]** 16. The game pieces of claim 14, further comprising an item card corresponding to the indicia altering token, the item card providing data related to operation of the indicia altering token.

**[c17]** 17. The game pieces of claim 16 wherein the indicia altering token and the corresponding item card are initially supplied as an integral component with the indicia altering token comprising a detachable portion of the item card.

**[c18]** 18. The game pieces of claim 13, further comprising additional slots in at least one of the first and second game pieces for placement of additional indicia altering tokens therein.

**[c19]** 19. The game pieces of claim 18, further comprising a plurality of indicia altering tokens for use in playing a game, the indicia altering tokens, when placed in the slot and the additional slots, altering game play values in the game of different types of game play indicia.

[c20]

20. The game pieces of claim 13 wherein each of the first and second game pieces have at least one slot for placement of an indicia altering token therein, which when place in the slot alters the game play values of at least one type of game play indicia by an amount and the game play values selected to produce outcomes of the simulated interactions between the first and second game pieces according to the set of game rules by comparison of the altered game play values of the game play of the first and second game pieces.

[c21]

21. A method for playing a game according to a set of game rules, the method comprising the acts of:

placing first and second movable game pieces on a playing surface for use by first and second game players, respectively, in playing a game based on simulated interactions of the first and second game pieces according to the set of game rules, each of the first and second game pieces including a self-contained record-keeping device having first and second members, the first member having a plurality of discrete groupings of game play indicia, each grouping including a plurality of different types of game play indicia, each type of indicia indicating information related to a different aspect of play of the game and being expressed as game play values, the game play values being selected to produce outcomes of the simulated interactions between the first and second game pieces according to the set of game rules by comparison of a number determined based upon the game play values of the game play indicia in one grouping of the first game piece with a number determined based upon the game play values of the game play indicia in one grouping of the second game piece, the game play values of a plurality of the game play indicia in at least one of the groupings of the first game piece having different values than the game play

values of a plurality of the game play indicia of the same type in at least one of the groupings of the second game piece, and a second member having an indicator portion positioned to indicate one of the groupings for use of the indicia thereof to determine the number used for comparison, one of the first and second members being selectively manually movable relative to the other of the first and second members to selectively position the indicator portion to indicate the one of the groupings, at least one of the first and second game pieces having a slot for placement of an indicia altering token therein which is used to alter the game play values of at least one type of game play indicia;

for each of the first and second game pieces initially moving the one of the first and second members to selectively position the indicator portion thereof to indicate an initial selected one of the groupings according to the set of game rules;

engaging the first and second game pieces in an initial simulated interaction according to the set of game rules;

altering the game play values of the corresponding game play indicia in accordance with the indicia altering token, if present in the slot;

comparing the number determined based upon the game play values of the game play indicia of the initial selected one of the groupings of the first game piece to the number determined based upon the game play values of the game play indicia in the selected initial one of the groupings of the second game piece, and based on the comparison determining an outcome of the initial simulated interaction between the first and second game pieces according to the set of game rules; and

thereafter in turns according to the set of game rules until the game is over, repeatedly moving the one of the first and second members of at least one of the first and second game pieces according to the set of game rules to selectively position

the indicator portion thereof to indicate a selected one of the groupings, engaging the first and second game pieces in a simulated interaction according to the set of game rules, and comparing the number determined based upon the game play values of the game play indicia of the selected one of the groupings of the first game piece to the number determined based upon the game play values of the game play indicia of the same type in the selected one of the groupings of the second game piece, and based on the comparison determining an outcome of the simulated interaction between the first and second game pieces according to the set of game rules.

[c22]

22. A method for playing a game according to a set of game rules, the method comprising the acts of:

placing first and second movable game pieces on a playing surface for use by first and second game players, respectively, in playing a game based on simulated interactions of the first and second game pieces according to the set of game rules, each of the first and second game pieces including a self-contained record-keeping device having a plurality of alterable game values indicative of the operational characteristics of the first and second game pieces, respectively, and a receiver portion in the first game piece to receive and removably retain a token to thereby alter a selected game value;

placing the token in the receiver portion to alter the selected game play value of the first game piece;

initially moving one of the first and second game pieces into position to engage the first and second game pieces in an initial simulated interaction according to the set of game rules;

comparing the altered game play value of the first game piece with the game play value of the second game piece, and based on the comparison determining an outcome of the initial simulated interaction between the first and second game pieces according to the set of game rules.

**[c23]** 23. The method of claim 22 wherein the first game piece has a plurality of receiver portions to receive a plurality of tokens, the method further comprising altering selected game values based on the plurality of tokens placed in the receiver portions.

**[c24]** 24. The method of claim 22 wherein the second game piece has a receiver portion to receive a token, the method further comprising altering a selected game value of the second game piece based on the token placed in the receiver portion of the second game piece and comparing the altered game play value of the first game piece with the altered game play value of the second game piece.

**[c25]** 25. The method of claim 22, further comprising removing the token from the receiver portion to thereby eliminate the alteration of the selected game value.

**[c26]** 26. The method of claim 25 wherein the second game piece has a receiver portion to receive a token, the method further comprising acquiring the removed token for placement in the receiver portion of the second game piece to thereby alter a selected game value of the second game piece based on the token placed in the receiver portion of the second game piece and comparing the game play

value of the first game piece with the altered game play value of the second game piece.

**[c27]**

27. The method of claim 25, further comprising a third game piece affiliated with the first game piece wherein the third game piece has a receiver portion to receive a token, the method further comprising acquiring the removed token for placement in the receiver portion of the third game piece to thereby alter a selected game value of the third game piece based on the token placed in the receiver portion of the third game piece.